

INTERNET

Social and ethical Issues and Knowledge of technology

Ethical and Social Issues of the Internet

1. Reliability & Authenticity

At school you need a user login and must sign the school's 'IT Appropriate Use Agreement'. Once you have done that you are able to use the schools network services such as file storage or access to the Internet.

2. Internet Addiction

3. Social Impact on the Dependence on the Internet.

4. Netiquette.

5. Social Impact of open access to unsuitable material on the internet.

6. Ethical issues related to the misuse of the internet.

7. Social Impact of identity theft through the internet.

8. Social Impact of global viruses

9. Social impact of the domination of English as the main web language

10. Ethical considerations of IT-rich versus IT poor nations as a result of differing access

Knowledge of Technology

1. Key Terms:

BBCs' Jargonbuster is an excellent source

- a. Internet protocols, for example, HTTP, FTP, TCP/IP,
- b. Cookies
- c. Listserv
- d. Web cam
- e. Internet languages
- f. Netiquette
- g. Intranet
- h. URL
- i. Hyperlink
- j. Bandwidth
- k. WWW

- l. Browser
- m. Search engine
- n. E-mail

2. Means for blocking access to information
'filtering software'. Eg of software Cyberpatrol & Netnanny for the home and organizations.

3. Features of a web browser – Opera Browser and the Wikipedia link.

4. Comparison of Internet and Intranet

5. Encryption methods: read textbook pp. 400-401

6. The limiting effect of bandwidth with regards to the Internet.

- Bandwidth is the quantity of information that is uploaded/download (transmitted) from a web or ftp server over a prescribed period of time.
- Deals with transmission speeds.
- You can only DL/UL what you pay for or the level of technology.
- Modems, have a low bandwidth, cable, DSL, or Satellite are what we call broadband and have high bandwidths.
- Ethical issue 1.7 Equality of access to bandwidth. People who can afford it, may pay for the extra or afford the cable modem. *Some telephone exchanges may not have the ability or enough sockets for DSL in your local area.

7. E-mail

- Wikipedia reference.
- How many of you actually write 'snail' mail today?
- Social and Ethical issues, 'Reliability, Security, Privacy and Humanity'

Activity 3: Write a small paragraph answering this question: How has email change the way we communicate?

8. Viruses

9. Features of a web page

Parts of a webpage, also look at other features not mentioned like, frames, etc

10. Global databases

Databases are a system of storing information or records in a logical relational manner that a user can retrieve when needed. It started in the IT industry.

The global database is made up of many local databases from around the globe where each local database stores a set of records/information. Global databases can be

closed and on networks of organizations or more open as seen on the web. Here is an example, take note of the countries mentioned.

Other living global Databases; Fish Database or the WHO child growth database.

Social and Ethical issues include: reliability, integrity, intellectual property, equality of access and globalization & cultural diversity.

11. Online services (this will be covered more in depth in the Impact area of Business and Employment)

- Online services explanation provided by Wikipedia.
- E-commerce is essentially any business related transactions that take place over a telecommunications system. Read p. 509 in your textbook 'Electronic Commerce in Perspective.
- Take note of the Figure 13.3 and the concentration of e-commerce.
- Banking it is essentially where you take care of your banking needs through the respective banks secure website.
- Health is where people can access information or even diagnoses online. WebMd and YourDiagnosis
- Libraries-

*Sometimes called 'Virtual Library' are essentially libraries where the content can be accessed in digital format using telecommunications.

*Examples include: CAC subscriptions, Qiii. stia and the portal 'LibrarySpot'

*Social and Ethical Issues include: Reliability, Integrity, Intellectual Property, Equality of Access and People & Machines.

12. Use of appropriate search engines.

- It is a program that is used to gather or find information stored on computers or servers.
- Examples include, Google, Yahoo, ask.com or Gigablast.

References

Bulleted headings excerpted from Information technology in a global society: guide. Cardiff Wales, UK: International Baccalaureate Organization, 2006.

INTERNET ADDICTION

Internet Addiction & Dependence on the Internet

Internet Addiction

One of the major social issues present in the modern societies is the computer addiction. Addiction is the dependence on, not being able to control a habit that is psychological or physical. Internet addiction is an addiction to the internet and its related activities.

Sometimes the world on the artificial side is more important than the real life world. The internet has become as addictive as drugs and alcohol, leading to dozens of ethical and social issues. Many people are so dependent on the internet; they can't get away from the computer for more than ten minutes. The computer addiction can be a serious problem, for both individuals and the whole societies. The addiction and the problem itself is growing in a fast pace, as more people go online and no solutions are applied to face it.

Visit Center for Internet Addiction Recovery

Internet Dependence

Internet dependence is a term for excessive use of the Internet to the detriment of one's physical, psychological, social, or professional well-being. Many people now use internet and its resources on a daily basis, surfing the web and looking for desirable data becomes a part of our lives. Anyone can become dependent on the internet.

So is the dependency turning into an addiction? Sometimes yes, it really depends on many factors. Lots of people spend their free time playing computer games; being so addicted leads to other crucial issues. There are centers being created to help and aid the suffering victims of the internet's ravages. But if one is addicted, can the whole process be reversed?

In the matter of fact it is the choice of the individuals but in many cases addiction leads to a loss of health, being less socialized and an excessive loss of free time. We must always remember that Internet and many computer resources have limits. Those should not be exceeded.

- Read pp. 371-374 of Computer Confluence
- Watch the videos on BBC International Technology news
- Read the Article Internet Addiction in Egypt

Extended use of the Internet

Clearly, children may benefit from Internet usage by keeping in touch with friends and family and, where necessary, gaining support from others (Subrahmanyam et al. 2000). However, there is some concern regarding children who spend long hours on the Internet, even where they are not accessing offensive material." (Stanely 2001)

Extended use of the Internet has been found to be associated with a decline in wellbeing, in the form of the development of depression and loneliness (Kraut, Patterson, Lundmark et al. 1998, reported by Subrahmanyam et al. 2000). This is thought to be due to the substitution of time to the Internet, at the expense of off-line face-to-face supportive social relationships and social activities. However, there is some indication that such an adverse impact may be of a temporary nature."(Stanely 2001)

External Links

- Internet Addiction Strikes Egypt
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References

Stanely, J. Child abuse and the Internet. Child Abuse Prevention Issues. National Child Protection Clearinghouse, (15), 2001. Retrieved from the World Wide Web, September 24th, 2006: www.aifs.gov.au/nch/issues/issues15.html

NETIQUETTE

Is the social convention of politeness or protocols (etiquette) that is practiced over the internet (Net for short) ... thus Netiquette.

Anytime, you move to a new school or country, or your parents move to a new organization it takes time to adjust to the culture of that new place. You learn the social conventions or protocols, the internet and its services are no different.

There are different sets of netiquette protocols for the different services such as email, mailing lists, chat and UseNet.

It should be ones aim to be a good netizen of cyberspace and not a newbie.

External Links

- The Core Rules of Netiquette
- Netiquette Rules for Email, chat, etc

UNSUITABLE MATERIAL

Anyone (if they have the resources) can publish on the Internet. As a result the Internet affords users a level freedom that can have positive or negative social affects. Anyone can publish web sites of any content they wish. Although, they may get shut due to laws of the host nation. This 'level of freedom' is an highly emotive and legal issue for many special interest groups such as; governments, educators, parents and various social groups. They all have vested interest from parents wishing to keep their child away from certain unsuitable content to others believing in their right to freedom of speech.

Below are excerpts from "Child abuse and the Internet" by Stanely (2001).

Sexually explicit or offensive material

"Research in the United States and the United Kingdom has found that between 20 and 25 per cent of children who use the Internet are exposed to sexual material (Finkelhor et al. 2000; Richardson 2001; Websense Inc. and Yankelovick Partners 1999). The British study by Richardson (2001) found that one in five children aged less than 17 years had visited pornographic web-sites. Finkelhor and colleagues' study found that 25 per cent of young people, aged 10-17 years, had come across undesired sexual material while searching online or using e-mail. This finding was supported by a second US study, which reported that 25 per cent of teenagers using the Internet had seen web-sites featuring sexual content (Websense Inc. and Yankelovick Partners 1999)." (Stanely 2001)

Additionally "e-mail offers an additional means for children to be exposed to sexually offensive or developmentally inappropriate material. For example, a free e-mail service that is commonly used by children is saturated with commercial e-mails relating to sexual services, "adult" material and e-mails ... and titles too offensive to reproduce here."(Stanely 2001)

Impact

"The impact will depend on the child's developmental level and her or his reason for viewing the content (Iannotta 2001). Adolescents naturally tend to seek out information on issues of normal sexual development and sexuality. Where this is not readily provided, for example, by families or by schools, they are likely to turn to their peers and the media (Sutton, Brown, Wilson and Klein 2001, reported in Iannotta 2001)." (Stanely 2001)

Although the majority of children (aged 10-17 years) in Finkelhor and colleagues' (2000) study stated that they were not very upset or afraid when exposed to unwanted sexual material on the Internet ("normal" and offensive material were not differentiated), a sizeable proportion (23 per cent) reported being very, or extremely, upset by the exposure. The majority of these children (20 per cent of the total) reported at least one symptom of stress, in the form of avoidance behaviours, intrusive thoughts or physical symptoms." (Stanely 2001)

There is a "potential disruption of adolescent development by exposure to even "normal" sexual material viewed on the Internet (Tidmarsh, personal communication, 2001). A known consequence of children viewing pornography over the Internet is desensitisation to the material, a factor linked with children and young people becoming sexually abusive to others (Wellard 2001). Further, incarcerated adolescent sex offenders who already show disturbed personal relationships have been observed accessing pornographic material on the Internet (Tidmarsh, personal communication 2001)." (Stanely 2001)

"In contrast, other commentators believe that extreme concern about the impact on children of exposure to sexually explicit material on the Internet does not appear to be warranted (Youniss and Yates 1999, reported in Iannotta 2001)."

Violent material

"Children may access fictional and documentary violence on the Internet, including hate propaganda, information about drug and weaponry manufacture (Carlsson 1999, 2001; Feather 1999; Villani 2001), pictures of suicide and road accident victims, and advice on how to commit suicide (Carr 2001). Thirty-nine per cent of US teenagers are reported to have viewed sites featuring offensive music, while 20 per cent have seen sites featuring violence (Websense, Inc. and Yankelovick Partners 1999)." (Stanely 2001)

Researchers have studied chat room discussions and that were "found to be "explicit", outside the norms of "acceptable behavior", to have "little to do with relationships", and was associated with the degradation of women (Iannotta 2001: 36). Similar concerns have been identified in other research which found that violence against women portrayed on the Internet, often depicts women as being inferior to men (Carlsson 2001)." (Stanely 2001)

Impact based on research on other media

"Research has shown that children learn behaviors and values from the media (Villani 2001). It has been found by some researchers that children who devote considerable time to using such media are at risk of developing an altered perspective on human relationships, and engaging in "increased violent and aggressive behavior, increased high-risk behaviors, including alcohol and tobacco use, and accelerated onset of sexual activity" (Villani 2001: 392)." (Stanely 2001)

Children exposed to media violence and sexually violent content have been shown to have increased hostility, they may act out violently (imitating the violence), and display fear and anxiety responses (Iannotta 2001; Wartella Olivarez and Jennings 1998). Children who view violent media content have also been found to become desensitized to actual violence. This can translate into greater hesitancy to call an adult to intervene in a violent incident and less sympathy for abuse victims (Iannotta 2001; Wartella et al. 1998)." (Stanely 2001)

References

Stanely, J. Child abuse and the Internet. Child Abuse Prevention Issues. National Child Protection Clearinghouse, (15), 2001. Retrieved from the World Wide Web, September 24th, 2006: www.aifs.gov.au/nch/issues/issues15.htm

IDENTITY THEFT

Our personal information and identity are important to us. In the information age it has become increasingly easy to obtain and store personal information.

"Businesses [marketing] and government agencies spend billions of dollars every year to collect and exchange information about you and me" (Beekman & Quinn 2006). Your personal information is kept in huge databases "organized by characteristics, such as, age, income, religion, political affiliation ..." (Beekman & Quinn 2006) which is shared.

"Credit and banking information, tax records, health data, insurance records, political contributions, voter registration, credit card purchases, warranty registrations, magazine and newsletter subscriptions, phone calls, passport registration, airline reservations, ... and Internet explorations ..." (Beekman & Quinn 2006) are all recorded and stored.

Criminals are able to retrieve this information through numerous ways, once they have it they can open bank accounts, loans, passports or anything they wish.

Recently in Korea gamers stole identities in order to trade, on sites like eBay, weapons and valuables in online games like Warcraft. See article "Scammers go after gaming gold"

External Links

- Identity Theft Explodes in the US
- Scammers go after gaming gold

References

Beekman, George. Computer Confluence Tomorrow's Technology and You. New Jersey: Prentice Hall, 2006.

WEB LANGUAGE

Social Impact of Domination of English on the Web

Introduction

Social Impact

- Restricting the access to information to cultural groups or ESL.
- people will need to study English to access the content
- 'cultural crowding' out of other languages
- Threatens native languages e.g. Hungarian
- social ideas or norms can be projected to other cultures
- HTML, java ...etc. are in English so web designers need to have an understanding of basic English commands
- Policies and standards
- Equality of Access
- Globalization and Cultural Diversity
- People and machines
- Policies and standards
- online page translators can translate pages immediately

The commercialization of the Internet brought a replacement of many of the old "ways of doing things." Before the Internet was privatized there were only academic and research users of the network. As there were people in America at first who wanted the access to the internet, it later spread across the world, creating many local and wide area networks, all connected to the huge database placed in US? However, the Internet has helped to form new communication ties. Sub networks of the Internet such as chat rooms, newsgroups, e-mail lists, and web pages have helped to bring people together to discuss their ideas. Another effect that the Internet has had is a standardization of English as an international language. While computers essentially communicate with numbers, the English-based Domain Name system has brought English to the forefront as the language of computers. Anyone in the world who wants to surf the Internet must at least know some English and be able to understand the domains and the data itself on the websites. How you can search the web without the knowledge of English, since all the search engines and the results in them are usually displayed in that international language. Because English dominates most of the domains, people are not able to access the content they would like to admission. The language barrier spreads further this way, but on the other hand, the regular use of English forces users to learn and adapt the language.

Since English is the most widespread language around the world, it is the main web language. However there are many countries, which don't have enough English education such as African nations. So, the domination of English as the main web language will make a wide digital divide between developed countries and developing countries.

The impact of the domination of English as the main web language is simple; many people are forced to learn English. If a person does not know English, it becomes very difficult to function in the world and utilize the endless possibilities of

the internet. The fact that people are forced to learn English, force them to change the ways that are included in the culture. Also, it can form a language revolution in a particular area, increasing the risk of a certain native language to die out. Also, it has forced many people to try and make the internet navigable in other languages such as French, Arabic, German, and so on.

Social impact of the domination of English as the main web language:

The social impact of English being the main web language is that the majority of software is made in English, the games as well, because most of the people on the world understand English, so the best choice is to make it in English. Most of the material on the internet is in English language as well. Another social impact is that more people are learning English. The majority of programs and material published on the internet is in English language, because English is the language that most people understand, as I've already mentioned.

External Links

- [Letting the Net Speak for Itself](#)
- [Put Out Your Tongue and Say 'Aaah'. Is the Internet Suffering from Acute 'Englishitis'?](#)

PERSONAL

Personal and public communications

Knowledge of technology

In order to study and evaluate the social and ethical issues involved in the use of personal and public communications, the student must have an understanding of related technological concepts. These may include:



Key terms

- convergence,
- teleconferencing, videoconferencing, telecommuting,
- digital television,
- push-pull technologies
- Mobile phone and associated services and uses: the mobile phone has a widespread use nowadays, and is used for personal or business related communications, whether locally or internationally. Services such as internet and its associated services, radio, television, news updates, weather forecasts, and financial data and information are offered, among more.
- Digital entertainment versus live entertainment: live entertainment pertains to any forms of entertainment which is viewed directly without the broadcast or delivery using IT systems. Examples of live entertainment are plays and operas, music concerts, stand-up comedy among others.
- Contents of digital entertainment, for example, violence, pornography and realism: a prevalent issue with digital content is its appropriateness. Content with too much violence and gore, nudity, sexual references, realistic wartime simulations, vulgarisms and profanity, or any other form of explicit material must be assessed in the digital content, whether it be a movie, song, video or computer game, or website. Once rated and assessed, age limitations are imposed, sometimes against children, all minors, or specific countries depending on the region and its laws, culture, and policies.



- Features of telecommuting, for example, environmental aspects, flexibility, productivity, business and social relationships
- face-to-face communications versus communications via technology: the main issue in the differences between face to face interaction and technocommunicative interaction is the break down of social skills. Technological communication means are useful in speed, efficiency, cost effectiveness, and practicality. However, if these types of technological communications replace all normal face to face interaction, this is not good for the social and psychological health of the user. As well, up to 90% of what humans communicate to each other is through means other than language, therefore aspects that are vital to communication such as body language and facial expression may be eliminated through non face to face technological communication and may lead to misinterpretations and misunderstandings.
- minimum requirements to enable realistic teleconferencing and videoconferencing: these include an stable and reliable internet connection of 256kb/s or higher, a webcam and microphone, a computer, speakers, software to run the conference
- undetected intrusions into IT systems, for example, phone tapping: undetected intrusions into our IT systems are dangerous for the obvious reason, they go undetected. Computers can be monitored, hacked, and altered, phonelines tapped whether it be a landline or mobile phonenumber, keystroke recording technology can be used to discover important passwords and financial information, e-mails can be intercepted and read, as well as all conversations analyzed for specific key words and phrases. This is a blatant invasion of privacy and security of IT system users.
- personal mobile devices, for example, PDA, laptop
- emerging technologies as the result of convergence of computers and communications technology
- public information systems, for example, traffic control, security camera systems, public transfer information systems.

Social and ethical issues

Students must study and evaluate the social and ethical issues involved in the use of personal and public communications. These may include:

- The psychological consequences of people being in permanent contact
- Ethical considerations of control as the result of using communications technologies
- Social impact on health of the use of mobile devices
- Effect on personal productivity of personal communications devices
- Effect on the environment of personal communications devices
- Social effects of telecommuting
- Social effects of the widespread use of teleconferencing and videoconferencing
- Social and environmental impact and ethical considerations of telecommuting
- Social impact and ethical considerations of: distance learning, digital entertainment, global media and public information systems.